REMARKS

Claim Objections:

The Examiner has objected to claims 1, 5-8, 14, 17, 19, 20, and 22 due to informalities.

Rejection Under 35 U.S.C. § 112

The Examiner has objected to claims 1, 4, 5, 6, 7, 8, 11, 17, 18, 19, 20 and 22 for reasons of informality. The claims have been amended herein to overcome these objections.

The Examiner has rejected claims 1-14 under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention. It is believed that most of such rejections are overcome by the amendments to claims set forth herein.

In response to the Examiner's questions, "that image" is an image that a film projector would produce using a positive print of the original film image. With regard to "writing the printing density values and LAD patch onto film" claim 1 has been amended herein to identify the film. With regard to Examiner's question about the "LAD procedure" it is the LAD procedure by which a piece of film with a LAD patch on it is printed onto motion picture print film to a visual density of 1.0 on the print film. The LAD procedure (control method) is described in, "A Simplified Motion-Picture Laboratory Control Method for Improved Color Duplication," by John P. Pytlak and Alfred W. Fleischer, in the October 1976 SMPTE Journal as identified on page 5 of the specification.

With regard to how the adjusted RGB code values are scaled to an appropriate bit depth, referring to Figure 2, all Digital Projector RGB Code Values (64) must be of the bit depth (or the number of bits for each RGB value) that the digital projector is designed to receive. In some cases this may be 8 bits, or 10 bits, or 12 bits, or 16 bits, or some other number of bits. Regardless, a particular digital projector is designed for a specific number of bits and this reqires the bit depth scaling shown in steps (66) and (68) of Figure 2. Bit depth scaling is well known to those skilled in the art. One method of bit depth scaling can be accomplished using the equation:

$$cv_2 = \text{round}(cv_0 * 2^{(n-m)}$$

where n = the number of bits for each R, G, and B code value the projector is designed to accept;

m = the number of bits for each R, G, and B code value that the processor supplies into either of the two bit-depth scaling routines (66, 68);

cv_0 = the code value (60) if the linear path shown in Figure 2 is used, or the code value out of LUT (70) if the non-linear path shown in Figure 2 is used; and

round means to round off the resulting number to the nearest whole integer value.

CONCLUSION

If the Examiner is of the opinion that additional modifications to the claims are necessary to place the application in condition for allowance, she is invited to contact Applicant's attorney at the number listed below for a telephone interview and Examiner's amendment.

Respectfully submitted,

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